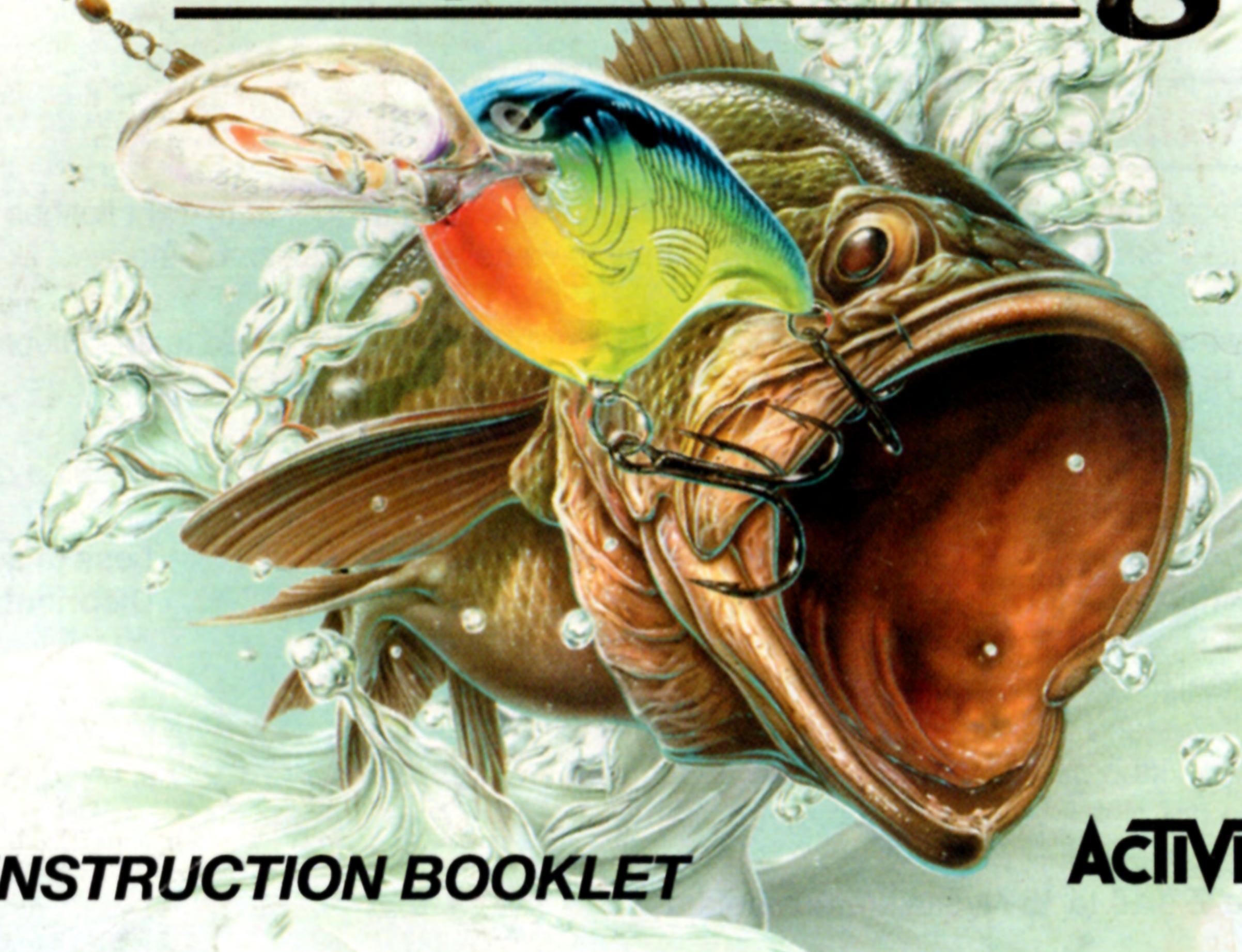


ADVANCE

GAME BOY®

Rapala®

Pro Fishing



INSTRUCTION BOOKLET

ACTIVISION®

AGB-BRFE-USA

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.



WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.



WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.



LICENSED BY



NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.

Contents

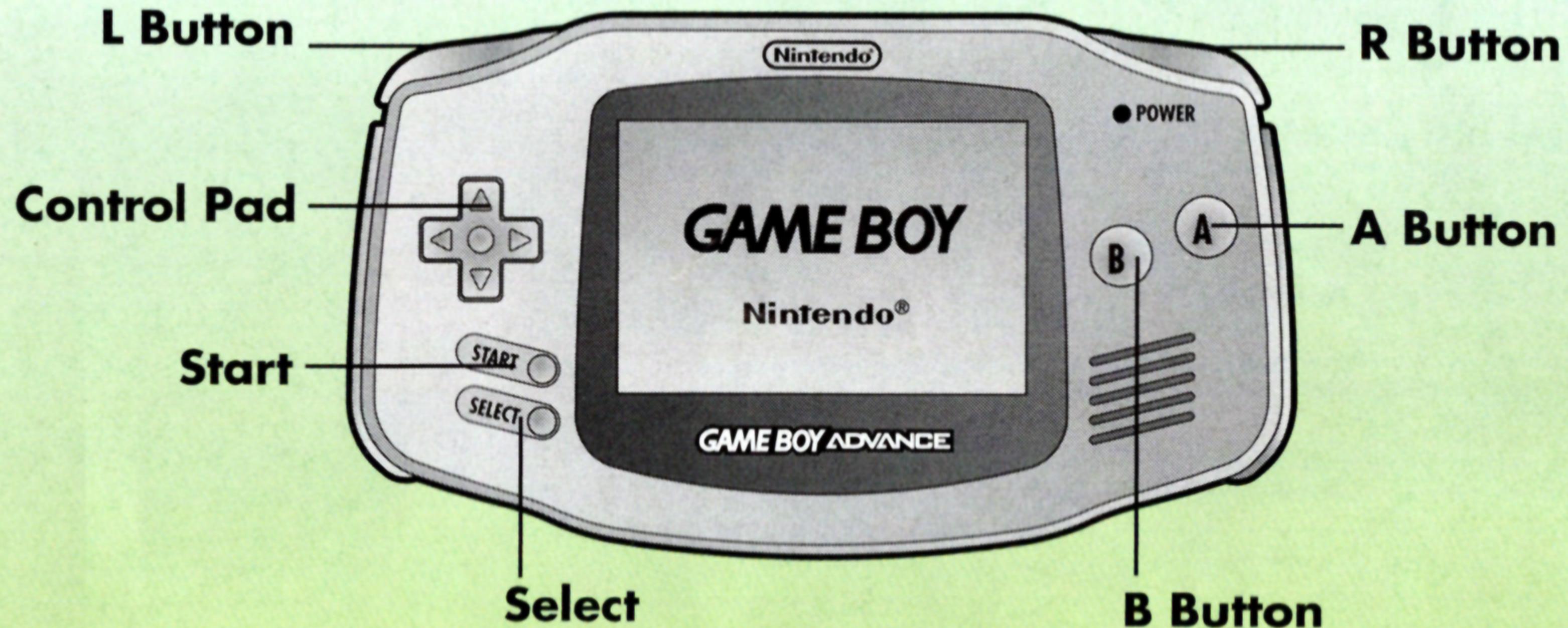
Starting the Game	4
Basic Controls	5
Title Screen	6
Profile Selection	6
Create	7
Load	7
Delete	8
Main Menu	8
Quick Fish	9
Challenge Mode	10
Aquarium	11
Fishing	12
Casting	12
Reel and Lure Control	13
Hooking and Reeling in Fish	13
Controls	15
Lures	16
Customer Support	18
Credits	19
Software License Agreement	22

Getting Started

- Make sure the POWER switch is OFF.
- Insert the Rapala® Pro Fishing™ Game Pak into the Game Boy® Advance slot as described in your Nintendo Game Boy® Advance instruction manual.
- Turn the POWER switch ON.

Note: The Rapala® Pro Fishing™ Game Pak is for the Game Boy® Advance only.

Game Boy® Advance Controls

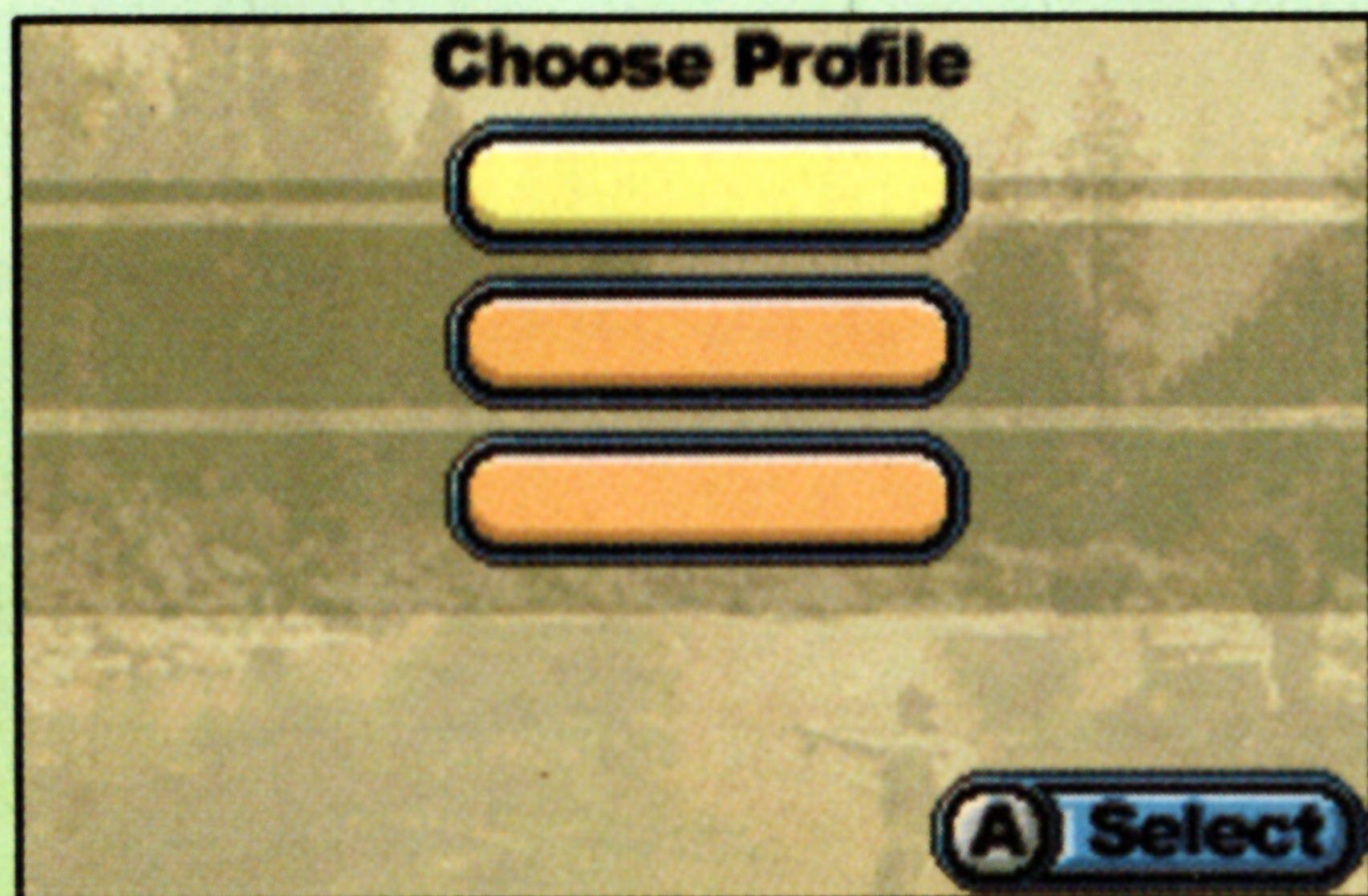


Rapala Pro Fishing Manual

Title Screen

When the Rapala title screen appears, press **START** to proceed to the Profile Selection screen.

Profile Selection



Up to three different people can keep a record of their best catches and progress in Challenge Mode. The three slots on the Profile Selection screen represent the three different profiles. When you start the game for the first time, the slots will all be empty.

Create

If this is your first time playing Rapala Pro Fishing, you will need to create a new profile. Move to any empty profile slot and push the **A** Button. Next, you need to choose a name to identify your profile. A profile's name has five characters. Use **+Control Pad Up** and **+Control Pad Down** to select a letter or number and push the **A** Button to confirm it. After the fifth character is confirmed, your profile is created.

If you would like to create a new profile, but the three slots are already occupied, you will need to Delete one of them.

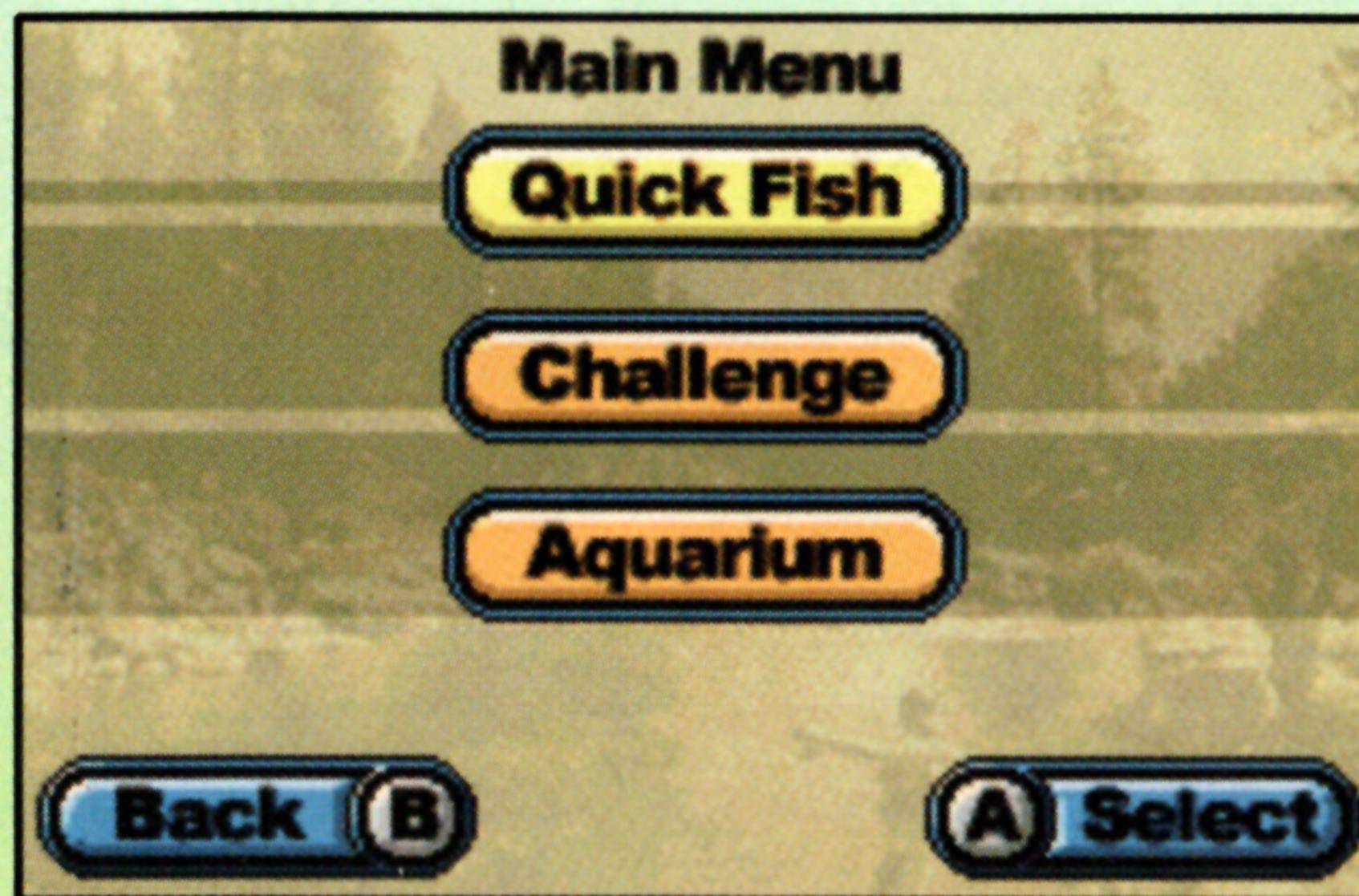
Load

Selecting any previously created profile will load that profile and allow you to resume fishing. All of your previous record catches are available for viewing in the Aquarium and your progress in Challenge Mode is resumed.

Delete

Deleting a profile erases all record of fish caught and progress in Challenge Mode. Select the profile you wish to delete, then select the erase button. A confirmation box will appear to confirm your decision. Choosing YES in the confirmation box will delete the profile.

Main Menu



After you have created or loaded a profile, the Main Menu appears. From the Main Menu, you can Quick Fish, enter Challenge Mode, or view your record catches in the Aquarium.

Quick Fish

Choose Quick Fish and begin fishing wherever you like, with no specific requirements to meet. First, choose the location where you would like to fish, and then the time, AM or PM. Next, you are shown a map of the location you chose. Move the boat to the position on the map where you would like to fish. Finally, choose the lure you would like to use. After choosing a lure, you begin fishing.

When you first begin the game, Lake Castaic is the only available location. To unlock other locations, you will need to complete challenges in Challenge Mode.

Challenge Mode

In Challenge Mode, you are fishing to meet a goal. You must catch a certain weight, amount, or species of fish, possibly within a time limit. There are three challenges in each location, but you can only work toward one of them at a time.

As in Quick Fish, you choose the location, time, position on the map, and lure you would like to use. Additionally, in Challenge Mode, after choosing the location, you must pick one of the location's three challenges. Keep the challenge you chose in mind while fishing.

After completing all three challenges at a location, another location is unlocked. Try to unlock all the locations!

Aquarium

All of your record catches are kept in the Aquarium. Here, you can view a picture of your record fish, as well as information on their weight, the location where you caught them, and what lure you caught them with. Only the biggest fish of each species is kept in the Aquarium.



Fishing

Casting



To begin casting, push **A** Button. Determine the power of your cast by looking at the Power Gauge. After pushing **A** Button, the bar on the Power Gauge begins to move back and forth. Pushing **A** Button again will complete the cast. The farther the bar is to the right, the more powerful your cast will be.

Reel and Lure Control

Reeling in is accomplished by alternately pushing the **L** Button and **R** Button. The faster you alternate, the faster the lure is reeled in.

Pushing Left on the **+Control Pad** quickly pulls back on the rod. Use this to set the hook in a fish.

Holding down both the **L** Button and **R** Button releases line from the reel. Use this when the amount of tension on the line might cause it to break.

Hooking and Reeling in Fish

When a fish is near the lure, push Left on the **+Control Pad** to hook the fish on the lure. Alternate the **L** Button and **R** Button as fast as you can to reel the fish in. During this process, pay close attention to the Tension Gauge. When the gauge fills all the way up, your line will snap. To prevent this from happening, let out line by holding down **L** Button and **R** Button simultaneously.

As you are reeling in a fish, the left part of the Power Gauge displays the distance the fish is from the boat. Once you've reeled the fish in close enough to the boat, the fish is caught! If the fish breaks any of your records (or, if it is the first fish of a certain species you've caught,) you will be informed of the new record and it will be put in your Aquarium. Record or not, the size of the fish is displayed, and you can get right back to fishing.



Controls

Fishing Controls

+Control Pad	← Left on +Control pad: Yank on the rod. Necessary to hook a fish.
A Button	Starts the Power Gauge. Completes cast, once Power Meter is started.
B Button	When the lure is in the water, automatically brings you back to the boat.
L Button	Alternate the L Button and R Button to reel in a lure. The faster you alternate, the faster you reel. Hold L Button and R Button to release line. This lowers line tension.
R Button	Alternate the L Button and R Button to reel in a lure. The faster you alternate, the faster you reel. Hold L Button and R Button to release line. This lowers line tension.
START	Open Menu.
SELECT	In Challenge Mode, displays your current challenge.

Lures

Down Deep Rattlin' Fat Rap

David Fritts won over \$450,000 using the Down Deep Rattlin' Fat Rap on the Bassmaster Top 100 & FLW Tour circuits. He will tell you it is the deepest running bait on the market today. Although designed primarily for cranking bass, many anglers have discovered the Down Deep is excellent when cast or trolled for walleye, salmon, northern pike and other gamefish.

Original Floater

Originally designed in 1936 by Lauri Rapala, the Original Floater is still our number-one-seller. The integrity of the design makes it the most versatile of fishing lures. Whether twitched on the top as a surface bait, retrieved as a shallow runner, weighted with a split-shot for medium depths or bottom walked off a sinker rig, the wounded minnow action continues to be irresistible to gamefish.

Rattlin' Rapala

Cast out a Rattlin' Rapala and watch the swimming action at slow to very fast rates of

retrieve. You'll be amazed. This loud rattlin' shallow running crankbait is equipped with two full-size treble hooks for sure hook-ups. The Rattlin' Rapala can be vertically jigged without hook fouling and has great falling swimming action. A special favorite of bass and northern pike anglers.

Skitter Prop

The Rapala Skitter Prop is a floating balsa wood lure featuring a stainless steel propeller. This water-churning prop sputters like a wounded baitfish, capturing the attention of predators below.

Super Shad Rap

The deadliest northern pike and muskie crankbait available. It also works for large-mouth bass, striped bass, walleye, Nile perch and other monster freshwater species. Equipped with salt-resistant hooks (don't forget to bring them with you on a saltwater outing to cast or troll).

Customer Support

Note: Please do not contact customer support for hints/codes/cheats; only technical issues.

Internet: [**http://www.activisionvalue.com**](http://www.activisionvalue.com)

Our support section of the web has the most up-to-date information available. We update the support pages daily, so please check here first for solutions.

Email: [**support@activisionvalue.com**](mailto:support@activisionvalue.com)

A response might take anywhere from 24-72 hours depending on the volume of messages we receive and the nature of your problem.

Fax: **(952) 918-9560**, 24 hours a day

Phone: **(952) 918-9500**

Contact a customer service representative between the hours of 1:00 p.m. and 4:00 p.m. (Central Time) Monday, 10:00 a.m. and 4:00 p.m. (Central Time) Tuesday through Thursday, except holidays.

CREDITS

Activision Value Publishing, Inc

General Manager

Dave Oxford

Senior Vice President

Chad Koehler

Vice President of Studios

Patrick Kelly

Vice President of Marketing and Creative Services

Mark Meadows

Vice President of Sales

Tim Flaherty

Senior Counsel

Joe Hedges

Executive Producer

Jim Eisenstein

Producer

Chris Owen

Assistant Producer

Joe Shelton

Technology Manager

Chris Arends

Supervisor of Quality Assurance

Jason Lembcke

QA Lead

Aaron Thompson

QA Team

Pat Church

Rasheem Harris

Chad Schilling

Matt Reese

Nic Flynn

Paul Ference

Sean Misgen

Joe Springer

Bob Paterson

Brand and Licensing Manager
Andy Koehler

Trade Marketing Manager
Robbin Livernois

Senior Graphic Artist
Trevor Harveaux

Graphic Artist
Sean James

Information Systems Administrator
Bob Viau

Web and Video Production Manager
Travis Grawey

Regional Sales Directors
Dan Matschina
Jim Holland
Jennifer Mirabelli

Director of OEM & Alternative Channels
Brian Johnson

Special Thanks
Anne Beggs
Don Borchers
Mike Dalton
Sean Dunnigan
Brian Kirkvold

Nicole Lindstrom
Donna Johnston
Andy Spohn
Keri Gross
Mike Groshens
Kurt Niederloh
Brynya Bjarnason

Torus Games Pty. Ltd.

Producer

Kevin McIntosh

Game Designer

David L McIntosh

Lead Programmer

Richard Au

Lead Artist

Mark Day

Lead Tester

David L McIntosh

Programming Team

Steve White

Art Team

Hansia Lim

Stuart Rogers

Sound and Music

Ed Colman

James Langford

Special Thanks

Jayme Sargent

Kate Dawson

Kim Peters

Sean "Tester" Peters

Adela Lim

Miriam and Joshua

Tanya Blanch

Software License Agreement

USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION, INC. ("ACTIVISION").

LIMITED USE LICENSE. Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.

OWNERSHIP. All title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation, incorporated into this Program) are owned by Activision or its licensors. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

YOU SHALL NOT:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below.
- Sell, rent, lease, license, distribute or otherwise transfer this Program, or any copies of this Program, without the express prior written consent of Activision.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Program, in whole or in part.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.

LIMITED WARRANTY. Activision warrants to the original consumer purchaser of this Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording

medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Activision. In the event that the Program is no longer available, Activision retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING /ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS /OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION.

When returning the Program for warranty replacement please send the original product disks only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountered and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$20 U.S. currency per disc replacement. Note: Certified mail recommended.

In the U.S. send to: Warranty Replacements, Activision, Inc., P.O. Box 67713, Los Angeles, California 90067

LIMITATION ON DAMAGES. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION. Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.

U.S. GOVERNMENT RESTRICTED RIGHTS. The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/ Manufacturer is Activision, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

INJUNCTION. Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California. If you have any questions concerning this license, you may contact Activision at 3100 Ocean Park Boulevard, Santa Monica, California 90405, (310) 255-2000, /Attn. Business and Legal Affairs, legal@activision.com.

©2004 Activision, Inc. and its affiliates. Pro Fishing is a trademark, and Activision is a registered trademark, of Activision, Inc. and its affiliates. All rights reserved. Rapala and the Rapala logo are registered trademarks of Normark Corporation in the United States and Canada, and of Rapala VMC Oyj in other countries throughout the world. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks and trade names are the properties of their respective owners.

NOTES

**Activision, Inc., P.O. Box 67713, Los Angeles, California 90067
75045.260.US**

PRINTED IN USA